Start Here !

This open & play guide will help you set up and start your first single-player adventure in the world of Drunagor, and teach you all the basic game rules. Built for approximately half an hour of play, it features the first chapter "A Cry for Help" in a playthrough style.

1. Unpack your Hero

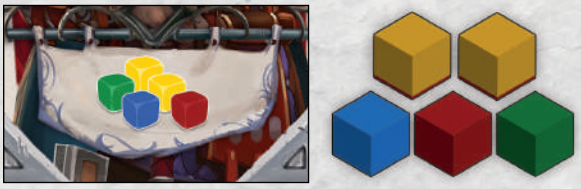
To take your first steps in *Chronicles of Drunagor: Age of Darkness*, you must choose a Hero to represent you. This guide specifically uses the Dwarf Warrior Vorn. Once you have grasped the base concepts of the game, you can test and examine other Heroes. Each has their own special characteristics and abilities.

- Take Vorn's miniature and Hero Board, along with his Initiative card and his Starting Gear based on his Equipment proficiencies, written on his Hero Board.

2. Take your Action Cubes

In *AoD*, the management of actions that your Hero can perform is based on a system of cube rotation: the **Cube System**. During each turn, you will be able to use up to two of these cubes to activate your Skills, allocating them to the spaces for those Skills in order to use their effects. The number of Action Cubes that a character starts the game with, as well as their respective colors, are described on their Initiative card.

- Take the cubes shown for Vorn.



3. Prepare your Hero

A Hero's primary actions are shown on their Hero Board, where you'll find the information you need to manage your Hero throughout the game.

- Place your Action Cubes and your Staring Gear in their respective positions on your Hero Board.
- Set Vorn's initial Health by placing a Health Cube (pink) on the number displayed in a darker background.

4. Choose your Dungeon Role

Besides their own abilities, each Hero also chooses a Dungeon Role to perform in the Adventure, bringing more customization and access to additional Skills. There are five Dungeon Roles to choose from: **Controller, Defender, Leader, Striker, and Support**.

For this tutorial, however, you must pick up the Defender Role. Fetch your two Dungeon Role Skill cards (I and II) and place them next to your Hero Board.

DEFENDER I
REMOVE CURSE: HEAL 2 AND CLEANSE 1
TOUGHNESS: +3 HP
P
DEFENDER II
JOIN THE FRAY: SELF, SHIELD 2 AND MOVE 2; +0 HIT
DIVERT: PREVENT 3

- The Defender Role has a Passive Skill (**Toughness**) that gives Vorn +3 Maximum Health. Raise his Health accordingly.

5. Set up the Initiative Track

To manage the order of **turns** during a **round**, you must use the Initiative Track, which is essentially a ruler that watches over the order in which all characters take their turns.

A round always begins with the card that occupies the highest slot at the top of the Initiative Track, and as soon as all of its respective characters finish their turn, you must move the Initiative Marker to the next card on the Track, following the order: top left to right, bottom left to right.

Once all characters have completed their turns, the round ends and a new round begins, returning the marker to the first character again.

- Place Vorn's Initiative card in the Defender position on the Initative Track.

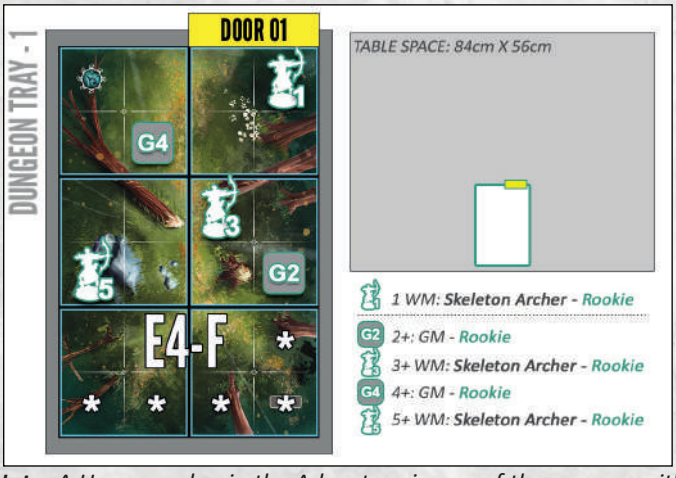
6. Preparing the Board Setup

For this tutorial, your Hero's preparation is done. The next steps will guide you through the basics of *AoD*'s gameplay.

An Adventure is played through a succession of rooms and Doors that your Hero explores, facing monsters, executing interactions, and claiming treasures. Each Adventure starts with a preparation called "First Setup" from which the whole scenario will begin.

Each time you open a Door, a new Setup will be added to the current board revealing a new path, as well as new challenges. Your goal is to explore the dungeon until you find an "Endgame Trigger", which explains that by accomplishing one last task, the Adventure will end successfully.

This is the First Setup for this Adventure:



Note: *A Hero may begin the Adventure in any of the squares with an asterisk on then. They are Hero Starting Positions.*

Note: *The orientation shown in the First Setup must be followed so that there is a perfect fit for the next Setup.*

7. Summoning Monsters

Most Doors you encounter along the way are guarded by Monsters! When this is the case, you must add them to the board, in a process called "Summoning." To properly execute a Monster summoning and populate an area, keep on eye on these simple details:

- Every Setup shows which Monsters go where depending on the number of players currently playing the Adventure. Since this tutorial is based on a solo mode experience, you just need to place the elements presented above the separation line.
- The elements arranged below the line escalate according to the number of players, displayed as "n+". *In a three-player game, for example, you would also add both the second Skeleton Archer - Rookie as well a Gray Monster - Rookie.*
- Take the Skeleton Archer's miniature and place it in the position indicated by the First Setup.
- Take the **Skeleton Archer - Rookie** Monster card and place it in its corresponding Rune position on the Initiative Track. As long as any Skeletons are alive, every time the marker reaches their card, it will be their turn to act. When the last one of them dies, you must also remove its card from the Initiative Track. If two or more Monsters act on the same Rune, follow their base color: the yellow acts before the blue and so on.
- Take a yellow snap-on base and place it under the miniature of the Skeleton you just summoned to help track its Health on the Monster Status Board.
- Finally, take that board and set the **Skeleton Archer - Rookie** Health accordingly, which is 9, as written on its card.

Following these instructions, this is how your Setup should look:

8. The Hero Turn

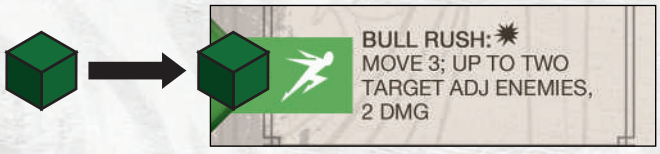
On their turn, a Hero may take a Move Action by moving up to three spaces (both orthogonal and diagonal movement is allowed) and use up to two Action Cubes to take what are called "Cube Actions."

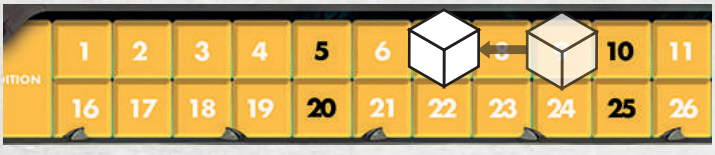
- For his Move Action, move Vorn to the indicated position.

Vorn is a melee-focused Hero and therefore, he is not yet within reach to use his main Skills. To get closer to his opponent, Vorn will use one of his Action Cubes to perform the Skill **Bull Rush**.

To do so, Vorn will need to spend a cube of the color associated with that Skill. **Bull Rush** is an Agility Skill and therefore requires a green cube to be activated. *You can find detailed information on how to use Skills on page 21 of the Rulebook.*

- Use Vorn's **Bull Rush** Skill to get closer to the **Skeleton Archer - Rookie** and inflict 2 damage on it.





The cube used to activate the **Bull Rush** Skill will remain allocated until Vorn manages to recover it through a Recall Action (we will see it later in this tutorial).

Vorn still has one more Cube Action to use this turn. The **Skeleton Archer - Rookie** still has 7 Health so Vorn will try to hit him with his Skill **Guarding Strike**, a Melee (Yellow) Skill. To do so, allocate an appropriate cube to the Skill and execute the attack.

- Melee (yellow) Skills can only target enemies that are adjacent to the Hero while Ranged (red) Skills can target enemies that are within one area (blue square) away. *You can find details about Skill range on page 22 of the Rulebook.*
- A Hero can always target themselves (if allowed to) regardless of the Skill type they are using.

Attack Skills are divided into two types: Weapon Attacks (⚔) and Spell Attacks (✸). Weapon Attacks tend to inflict more damage, however, they require an accuracy check (using the d20) to be successful. Spell Attacks always hit their target, but they tend to inflict less damage.

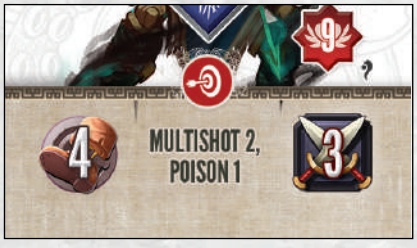
- Resolving the Guardian Strike's effects in order, first Vorn will receive SHIELD 2, then he will make a Weapon Attack with +2 to HIT, dealing +1 damage if it hits.
- To be successfull, an attack roll must meet the accuracy value displayed on your equipped Weapon, which is 7 for Vorn's **Jagged-Bladed Axe**. *On page 23 of the Rulebook, you can find more detailed information on dealing with attack rolls*.
- For this example, let's suppose that Vorn rolls a 6 on the d20. With the +2 HIT bonus provided by the Skill, Vorn got a total of 8 on his roll and his attack is a success! The **Skeleton Archer - Rookie** will take 4 damage, which is the damage value of his weapon (3) +1 extra damage given by the Skill.
- On page 54 of the Rulebook, you can find a comprehensive list with all the game terms and a keyword glossary to help you understand better what each of these effects does.

After performing his Move Action and both Cube Actions and having nothing else to do, Vorn's turn is over. Since the **Skeleton Archer - Rookie** has survived the attack, the Initiative Marker will now be moved forward, reaching its card.

9. The Monster's Turn

AoD Monsters have a straight-forward AI that guides their behavior. The philosophy behind a Monster's turn is to always try to attack as many Heroes as it can, as hard as it can.

- Monsters will always move before attacking (if needed). They cannot attack then move. Once they have attacked, even if they still had movement points for that turn, they can no longer move.
- Monsters do not need to make an attack roll, they always hit the Heroes. It's up to the Heroes to find ways to avoid or defend themselves from the Monster's attack.
- Both Heroes and Monsters cannot make Ranged Weapon Attacks (⚔ activated through a red cube) while adjacent to an enemy, as they are "engaged in combat". *You can find details about engagement on page 13 of the Rulebook*.
- The **Skeleton Archer - Rookie's** movement is 4, so it will move away from Vorn the minimum distance it has to in order to be unengaged and within Range after movement, and attack him.



- The **Skeleton Archer - Rookie's** attack has Range 1 *(since its card shows the Ranged Symbol)*, MULTISHOT 2, POISON 1 and its attack inflicts 3 DMG.

For a quick understanding of this example, Range 1 refers to the range of the attack whereas MULTISHOT 2 specifies that it can target up to two enemies that are within range with a single attack.

POISON 1, however, is a Condition that will be inflicted as a collateral effect if the Skeleton Archer's attack manages to cause at least 1 damage to Vorn.

- The 3 damage is first reduced by the 2 SHIELD tokens that Vorn had (they are discarded to do so), with 1 damage still threatening Vorn. A Hero cannot choose not to use their SHIELD tokens when attacked, it is mandatory.
- Whenever a Hero would take preventable damage, they get an opportunity to respond through a special type of Skill called a Reactions ( ), and this is what just happened.

10. Reactions

Each Hero has some defensive abilities that can be used even outside their turn. They are called Reaction and they can be used whenever a Hero would take preventable damage.

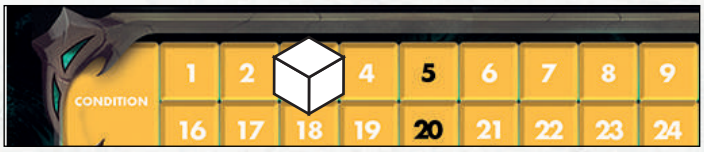
- Thus, looking at the current situation, Vorn is still able to use one of his Reactions to prevent the remaining 1 damage from the Skeleton Archer's attack. He chooses to use his "**Endure**" Armor Skill. *You can find details about Reactions on page 14 of the Rulebook*.
- To do so, he must choose a cube of any color (since it has a multicolored Slot) and allocate it to the Armor. Thinking about his options, he chooses to use his red cube to activate the "**Endure**" Skill.

- A Skill with a multicolored cube slot can be activated by placing a cube of any color it shows, however, the color of the cube you used will define the range for that Skill's effects. Since this Armor states that the effect PREVENT 3 would be applied to SELF, it doesn't matter which cube Vorn uses.
- Thus, Vorn prevents the remaining 1 damage and does not suffer the collateral effect, POISON 1.

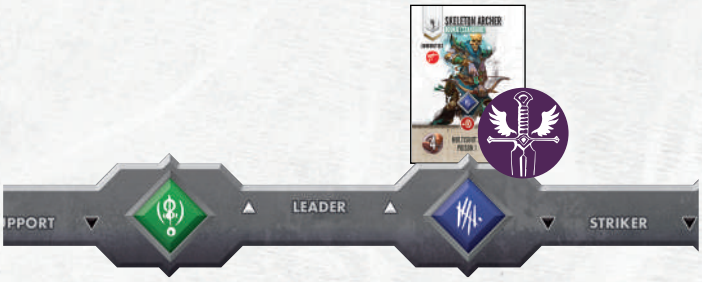
After resolving its attack, the Skeleton Archer's turn is over and this completes our first tutorial round. If you followed all instructions correctly, this is how your Hero Board should look:

Vorn still has his full Health, 15, and two available Action Cubes: one Melee (yellow) and the other Wisdom (blue)...

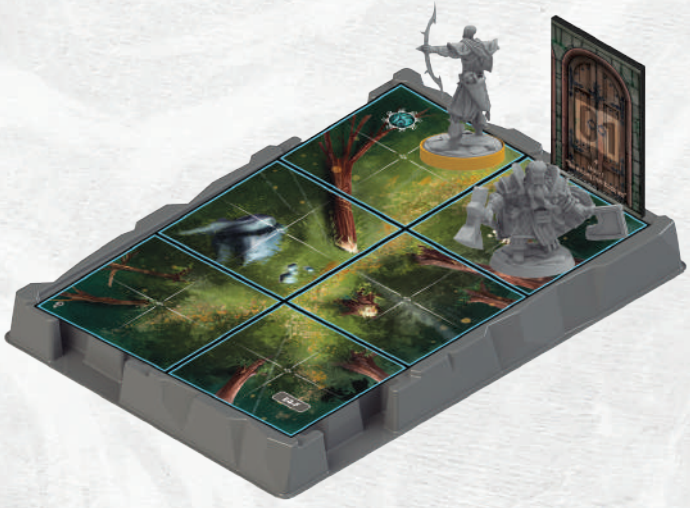
The **Skeleton Archer - Rookie** has only 3 Health left...



This is the current Initiative Track status. The second round will begin when the Initiative Marker returns to Vorn's card...



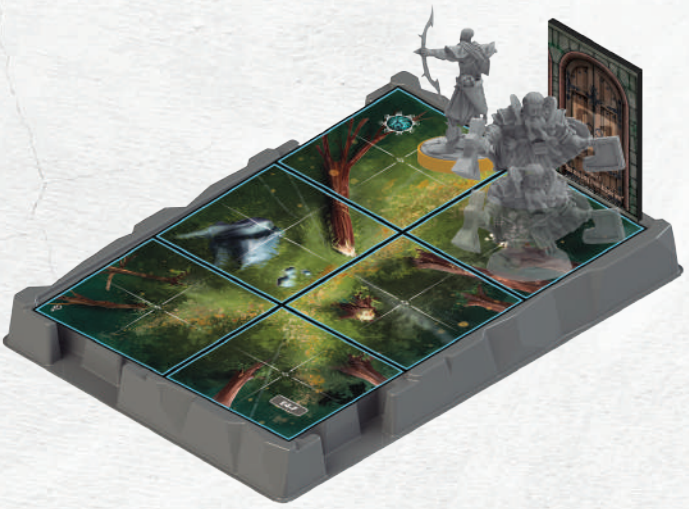
And this is the current board status: One Door, Vorn, and the Skeleton Archer.



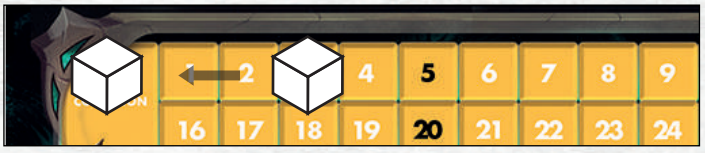
11. The Second Round

Vorn has yet to deliver the final blow against the **Skeleton Archer - Rookie**. For this, he will use his last Melee cube to activate one of his Dungeon Role Skills, the Weapon Attack **Join the Fray**.

- By doing so, Vorn first receives SHIELD 2 (again) and moves up to two squares as part of the same effect, then, he can make a Weapon Attack against a target within his cube color range, which is melee (for a yellow cube).



- Once again, Vorn rolls for his accuracy check and let's suppose he scores an 11 and hits again! The poor Skeleton Archer will lose its last 3 Health due to the attack's damage and will be defeated: remove its miniature from the board and its card from the Initiative Track, since it was the last one of its kind.

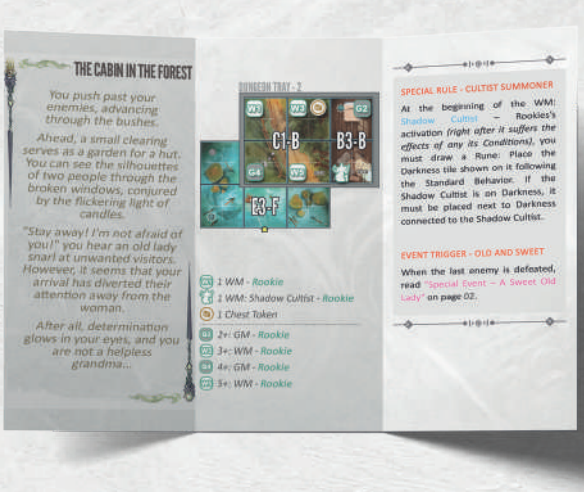


With the way clear and his confidence boosted, Vorn is ready to open the next Door and proceed with his Adventure.

12. Doors

Once you have fought and defeated the Skeleton Archer, you are ready to open the next Door safely. Keep in mind that when you open a Door, few things are required:

- To open a Door, a Hero must be adjacent to it and use the "Open a Door" Minor Action. *You can see more about Minor Actions on page 29 of the Rulebook*.
- When opened, the Door will present a new Setup that must be added to the board. The yellow arrow indicates where the new Setup connects with the previous one, matching it with the space previously occupied by the Door you opened.
- If a Door has any Special Rules, make sure to read them before you resume playing. They might hold instructions for the next stage of the Adventure.


THE CABIN IN THE FOREST
You push past your enemies, advancing through the bushes.
Ahead, a small clearing serves as a garden for a hut. You can see the silhouettes of two people through the broken windows, conjured by the flickering light of candles.
"Stay away! I'm not afraid of you!" you hear an old lady snarl at unwanted visitors. However, it seems that your arrival has diverted their attention away from the woman.
After all, determination glows in your eyes, and you are not a helpless grandma...
C1-B
B3-B
E3-F
1 WM - Rookie
1 WM: Shadow Cultist - Rookie
1 Chest Token
2+: GM - Rookie
3+: WM - Rookie
4+: GM - Rookie
5+: WM - Rookie
SPECIAL RULE - CULTIST SUMMONER
EVENT TRIGGER - OLD AND SWEET

After assembling the Setup shown on the Door, your current board state should look like this...

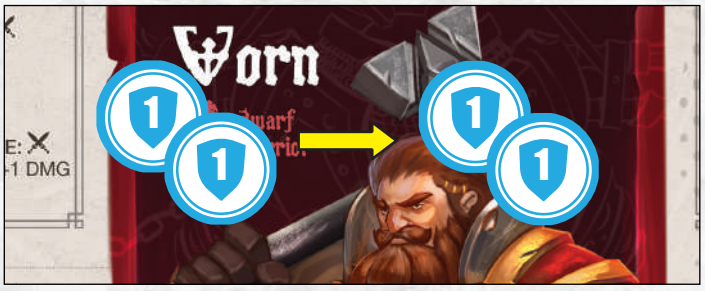
The Initiative Track should be like this...

And now some new fellas have joined the party. To keep it simple, use the yellow-colored base on the **Skeleton Archer - Rookie** again, and fetch the blue one for the **Shadow Cultist - Rookie**.

Two special features come into action with this new room. One of them is a Special Rule that gives the Shadow Cultist the ability to spawn Darkness tiles (which we will see how it works just ahead). The other one, in turn, states that a story event will happen when the last enemy is defeated (and only then), instructing you to read the Special Event - A Sweet Old Lady on page 10 of the Adventure Book.

Resuming the game, Vorn still has his Move Action and one Cube Action for his turn. Realizing that this will be a tough fight, he approaches his enemies and prepares himself for the next blow, using his **Whirlwind of Steel** as his last Cube Action for the turn. This will put some interesting events in motion:

- For his very first square, Vorn will step on Water terrain and suffer its effects, losing 1 movement point, so he can only move one more square with his Move Action.
- After resolving his **Whirlwind of Steel** Skill, Vorn will run out of cubes and thus he will immediately take a **Recall Action**.An Unwilling one, by the way.
- Having no enemies currently adjacent to him, Vorn's **Whirwind of Steel** will only apply the SHIELD 2 effect.



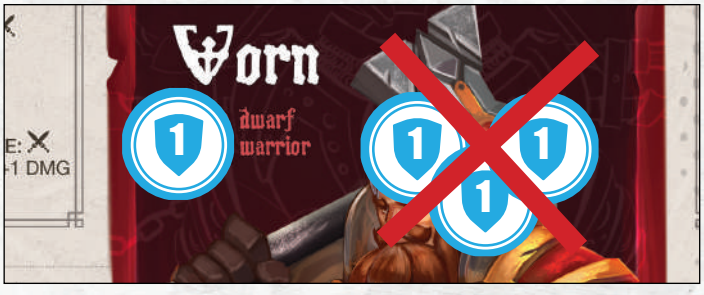
13. The Recall Action

There are two ways to take a Recall Action, based on whether you do it willingly or not. A Recall Action lets you take back all of your used Action Cubes, but you must also take a Curse Cube! *The details about Recall Actions can be found on page 20 of the Rulebook*.

- Vorn has to take an **Unwilling Recall Action**. By doing so, he recovers all of his Action Cubes that were allocated on Skills or Expended in his Expended Cubes Box.
- Vorn chooses to block his **Battle Focus** Skill with the Curse Cube he receives as penalty for taking the Recall Action.

Having done all of this, Vorn then ends his turn and the Initiative Marker moves forward, reaching the **Skeleton Archer - Rookie's** card. The Monster will do what it knows to do best: hurt someone.

- The Archer will take its move of 4 squares, but by moving only 2, it reaches its target. Thus, it will stop and fire its arrow for 3 points of damage.
- Being so well protected as he is now, Vorn doesn't need to worry about the Skeleton's attack, removing 3 SHIELD tokens to reduce the incoming damage by 3 points. He suffers no damage.



After scratching Vorn's powerful armor, the Skeleton Archer ends its turn and then the Initiative Marker moves to the **Shadow Cultist - Rookie's** card, beginning its turn.

One very important thing happens now: The Shadow Cultist, as instructed by the Special Rule from the Door you just opened, will spawn a Darkness tile.

14. Darkness

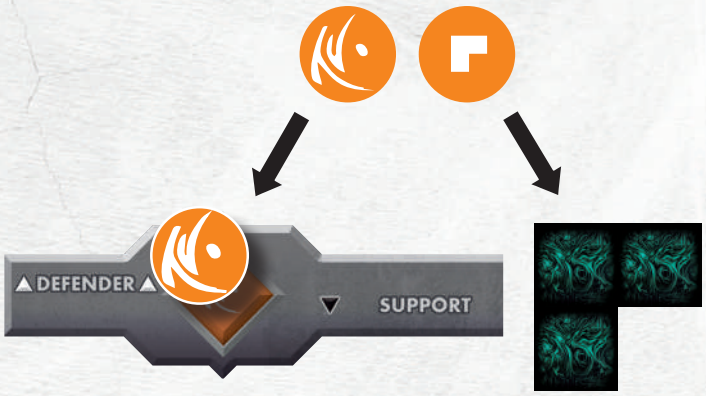
Darkness is a force still poorly understood by Drunagonians. However, some of its effects are immediately noticeable, as well as its undeniable desire to consume everything that is alive, causing despair and destruction to everything that stands in its way.

When the Shadow Cultist - Rookie begins its turn, before it moves or attacks, it will spawn Darkness following these steps:

- Draw a Rune from the bag; Find its matching Darkness tile and place it on the board; This is the **Darkness Spawning**.
- The Darkness will try to reach the Strongest Hero that currently does not already stand on top of Darkness; This is the **Darkness Behavior**. This means that its primary instinct is to **catch** or end **as close as it can** to its target.
- You can find more information on both of these features in the box of instructions at the beginning of each Adventure.

Darkness has both passive effects (you will be subjected to it as long as you stay on top of it); as well as triggered effects (taken when a Hero steps on or is caught by it). We will see them in detail right ahead.

Knowing the basics about Darkness, now it is time to place it on the board. For this example, lets pretend that this was the Rune you drew from the bag:



Following the Darkness Behavior and Darkness Spawning rules (which can be found on page 44 of the Rulebook, or a short version at the beginning of every Adventure), we face a problem: the tile won't fit the tray if it reaches as far as it can towards Vorn stretching from the Shadow Cultist.

Whenever this is the case, the Darkness has a trick: it breaks itself into small pieces and crawls towards its target, fitting places it wouldn't otherwise. Thus, the tile will break into three small Darkness tiles, trying to catch Vorn, but even so, it won't be enough to reach him.

Then, the **Shadow Cultist - Rookie** will descend one square with its Move Action to reach Vorn and then, attack.

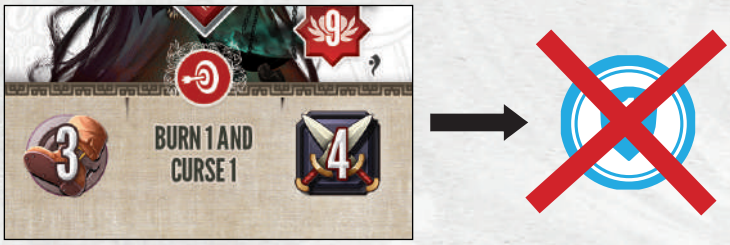
However, there is another catch: being on top of Darkness, it gains a +2 damage boost to its attack! You can check this effect and all others in this short list of Darkness effects:

- It deals 2 non-preventable damage to Heroes, Companions or Pets who are caught by it, step on it for the first time in a turn, or end their turn on it. This means that neither your SHIELD tokens nor your PREVENT Skills can be used to avoid this damage.

  Important: Regardless of how they have taken it, a Hero can only take damage from Darkness once per turn (which can happen more than once in a round);
- Heroes who are on top of it take a -2 penalty to HIT with Weapon Attacks;
- **Monsters that are on top of it receive a bonus of +2 damage on their attacks.**

The cultist was already a threat, but on top of Darkness, it can become really dangerous! Attacked by a powerful 6 damage blow, the Dwarven Warrior will do what he can to defend himself, but he won't be able to avoid all the damage:

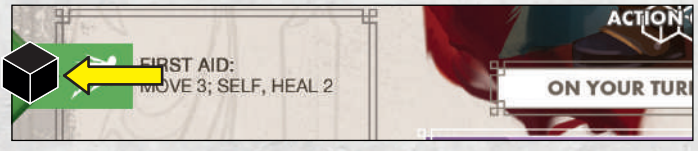
- The Shadow Cultist attacks Vorn for 6 damage (4 base, +2 for being on top of Darkness.);
- Vorn's last SHIELD token will avoid 1 point of damage, but the other 5 remains a threat so the Dwarven Warrior will be able to use a Reaction to protect himself.



- Vorn will repeat his defensive play and will use a Ranged cube to activate his armor's Skill **Endure** and PREVENT 3 points more.

- 2 points, however, overcome his defenses. Vorn also suffers CURSE 1 and BURN 1 as collateral effects. *You can find details about each keyword on page 54 of the Rulebook*.

- Vorn chooses to block his First Aid Skill with the Curse Cube he received due the effect of CURSE 1.



15. The Third Round

After attacking, the Shadow Cultist ends its turn and a new round will start anew. Vorn has a very tough fight ahead, but if he manages to use his **Join the Fray** and **Guarding Strike**s correctly, he can bolster his defenses while dealing damage.

Playing as a Defender, Vorn can also rely on two **Divert**s, which are very good PREVENT Skills. Do not forget, however, that he can use only one Reaction per each he would take damage.

Having learned all the basic concepts of the game, guiding Vorn to his Victory will be your task! Knowing that this won't be an easy battle, you might check what happens to a Hero when they are knocked out, on page 15 of the Rulebook.

In order to complete this Tutorial and your first Adventure of Age in the Darkness, you must do the following on your own:

- Defeat all remaining enemies to trigger the Endgame Trigger presented by the Door you opened, which will lead you to an Interaction, our next topic.
- All entries with a "#" and a number next to it are Interaction resolutions, and they can be found in the *Adventure Book* in the "Interaction Resolutions" chapter, organized in numerical order, not by their page.

16. Interactions

AoD is not just fighting with Monsters. A major part of your Adventure, where the story is unraveled and your choices may impact your journey, are based on the Interaction System. Or, Interactions for short.

Interactions are scenes that take place in front of your character which they can do something about and change its course. The consequences as well as the rewards of an Interaction vary according to the option chosen.

- Interact is a Minor Action that requires the Hero be adjacent to the Interaction Point. Our first Interaction, however, will not be from an Interaction Point but from a Trigger (this doesn't change its functionality, just its timing). *You can find details about Interactions on page 18 of the Rulebook*.
- Every Interaction is accompanied by an illustration containing options indicated by numeric entries. The illustration for each Interaction is presented in the *Interactions Book* on the page described by the Setup.
- For this Tutorial, both the Interaction and its resolutions can be found on the following pages. *For this Start Here, the image is presented in a vertical way, however, the Interactions Book (where you can find this same image) is entirely made in a horizontal point of view*.

17. Ending the Adventure

As part of your Interaction's resolution, you will be instructed to read an entry called "End of the Adventure." This entry will always appear at some point in each Adventure, leading to its end, which is when all Setups can be undone and their components returned to the box.

- Complete your Interaction and proceed to entry "End of the Adventure" described in it.
- Afterwards, the "End of the Adventure" will lead you to the Camp Phase, where your Hero will recover their health, remove their wounds, and prepare for the next Adventure.
- Also, it is in the Camp Phase that your Hero receives their Reward earned by completing the current Adventure *(you can find it in the Adventure Book on page 10.)*

> **Note:** This is a very good moment to save your game for the next session if you want to.

Now that you are ready, you may start your own *Campaign of Chronicles of Drunagor: Age of Darkness*!

Have fun!

02
TRY TO CALM THE OLD LADY
01
TALK TO THE GIRL
03
STEP AWAY AND LEAVE THEM ALONE

- ***#01: Talk to the girl***

Seeing that the girl is terrified, you kneel next to her and greet her, asking how she is doing. The older woman pulls the girl even closer, as if to protect her. "She'll be fine; go away! There, in the fireplace, there's our family's jewelry... Take it for your service and leave us alone!" she shouts at you, still pointing the knife in your direction.

You face a dilemma: As a group, you and your partners must choose one option and proceed to its resolution. In case of a split decision, the Party Leader has the power to choose which of the tied choices will be taken.

#04 – Collect the jewelry and walk away

#05 – Insist on talking to the girl

- ***#02: Try to calm the lady down***

Realizing that the older woman is too scared for rational thought, you lift your arms and ask her to calm down. "Stay away! The Earl's men may have abandoned us, but I still breathe and fight like the faithful subject of Elan that I am! You won't take any of my family!" she threatens desperately while scratching at the air with the weapon she holds. "Stand back, or I'll hurt you!"

You face a dilemma: As a group, you and your partners must choose one option and proceed to its resolution. In case of a split decision, the Party Leader has the power to choose which of the tied choices will be taken.

#03 – Step away and leave them alone

#06 – Insist on trying to calm the lady

- ***#03: Step away and leave them alone***

Keeping her weapon pointed to you, the older woman carefully leads the girl out of the hut. Trying to not cause any trouble, you keep your arms high and walk slowly behind them, holding back in hopes of preventing a tragedy. The child glances at you one last time, offering a shy smile of gratitude as she leaves, and this is enough for you to feel that you have won the day.

The Party Leader writes the "Boon of Gratitude" Aura on their Campaign Log. As long as they have it *(Auras are removed when you receive a Trauma Cube or another Aura)*, their PREVENTS gain a +1 bonus. Then, read "End of the Adventure – The Right Thing" on page 10.

- ***#04: Collect the jewelry and walk away***

Trying not to cause any problems, you comply with the older woman's request and go to the fireplace, where you find a modest necklace set with a precious stone, hidden inside the chimney. Without saying another word, you leave, holding back in hopes of preventing a tragedy.

Take the Family Locket card from the Adventure deck. Then, read "End of the Adventure – The Right Thing" on page 10.

- ***#05: Insist on talking to the girl***

Realizing that the older woman's zeal results from despair, you ignore her and insist on talking to the girl. Outraged, the older woman carries out her threat, and in a fit of fury she stabs at you, forcing you to back down! She pulls the girl out of the cabin in a hurry, and all that's left of your meeting is a deep wound in your shoulder and a teddy bear that got lost in its owner's escape.

Take the Teddy Bear card from the Adventure deck. Then, read "End of the Adventure – The Right Thing" on page 10.

- ***#06: Insist on trying to calm the lady down***

Realizing that the older woman's zeal results from desperation, you ignore her threat and ask her to calm down, using a serene tone.

Make a Wisdom (blue) Skill Challenge of Difficulty 13. Each Wisdom cube you have gives you a +2 bonus to your roll. If you follow the Path of Devotion or the Path of Nature, this Challenge is successful without the need to roll.

FAILURE: *To your surprise, however, the older woman carries out her threat and in a fit of fury she stabs at you, forcing you to back down! She pulls the girl out of the cabin in a hurry, and all that's left of your meeting is a deep wound in your shoulder and a bittersweet feeling in your chest.*

The Party Leader writes the "Disdained" Aura on their Campaign Log. As long as they have it *(Auras are removed when you receive a Trauma Cube or another Aura)*, whenever they take a Recall Action they suffer FATIGUE 1 after they resolve it. Then, read "End of the Adventure – The Right Thing" on page 10.

SUCCESS: *Disarmed by your tone, the older woman puts down her knife and lets the tears run down her cheeks. "These last few days... it hasn't made any sense! People have been taken away, others have reappeared wearing strange clothes and talking nonsense... Apart from the monsters... The monsters are the others!" She rattles out words almost incoherently while pulling the little girl closer to her. "I have relatives in Umbral, and I'll go there with my neighbors. Some people think it's better to go to Blackriver because it's closer, but I don't know... I no longer recognize the land I was born in..." Having said her last words, she leaves. Despite the cold goodbye, you sense their gratitude, and that is enough for you to feel like you have won the day.*

The Party Leader writes the "Boon of Empathy" Aura on their Campaign Log. As long as they have it *(Auras are removed when you receive a Trauma Cube or another Aura)*, as a Minor Action, they may take a Trauma Cube from a Hero that is adjacent to them and place it on their board. Receiving a Trauma Cube this way does not end the effects of this Boon. Then, read "End of the Adventure – The Right Thing" on page 10.

CREDITS

Original Game Design: *Daniel Alves and Eurico Cunha*

Graphic Design Direction: *Daniel Alves*

Graphic Design Team: *Alexandre Magno Gaia da Silva, Daniel Alves, Filipe Castro, Laura Graça, Mauro Carvalho, Victor Almeida Ferreira, and Wallace Lucas da Silva*

Gameplay Development Direction: *Mauro Carvalho*

Gameplay Development Team: *Claudinei Cardoso Mendonça, Daniel Alves, Eurico Cunha, Guilherme Ogando Ulisses Guimarães, and Luigi Gomes Pereira Martins*

Illustrations: *Carlos Eduardo Justino, Eduardo Cavalcante, Girleyne Costa Ramalho, Isaias Ferreira, Marcelo Bastos, Paulo Scabeni, Rod Mendez, Samuel Vinícius Marcelino, and Studio Bonnie & Clyde*

3D sculpts: *Pedro Tavares Santos*

Production: *CGS - Creative Games Studio*

Rulebook: *Mauro Carvalho*

Story Writing and Development: *Mauro Carvalho*

Revision and Translation (English): *Luigi Gomes Pereira Martins, Victor Scanapieco Queiroz*

Proofreading: *William Niebling*

Consulting: *Alexandre Aboud*

Playtesting: *Augusto Barbosa Faria, Alexandre Xandão, Daniel Alves, Davi Araki, Eduardo Cavalcante, Eduardo Guerra, Eurico Cunha, Flaviano Ranção, Igor Knop, Lucas Campos, Leandro Lopardi, Mauro Carvalho, Ronan, and Victor Almeida Ferreira.*

© 2021 CGS - Creative Games Studio*, all rights reserved. No part of this product can be reproduced or copied without permission.*

CGS Co-founders: *Daniel Alves, Eurico Cunha, Márcio Assis, and Ricardo Bach Cater*

www.wearecgs.com

Any questions, compliments, or for any other matter, send us an e-mail at: ***info@wearecgs.com****.*

This product has been manufactured with all possible care. However, if a component is missing or is damaged, please contact our Customer Service at: ***customerservice@wearecgs.com.***

Your problem will be solved in a timely manner.

CREATIVE
Games Studio

This Start Here is a brief presentation of the game system developed in ***Chronicles of Drunagor: Age of Darkness***, prepared to introduce the first and most essential mechanics that will be constantly used during adventures.

Many details, however, have not been addressed so that a simpler and more straightforward experience could be provided to players who are not yet familiar with the *AoD* system.

To reinforce learning, we recommend that players read the Rulebook for a better understanding of some more advanced interactions that enrich the options between Heroes, Monsters, and scenery.

We hope you had fun and if there is any doubt, criticism, compliment, or suggestion that you want to ask, do not hesitate to reach us!

All feedback provided by the community is always welcome and we try our best to take it into account in our projects.

TOKENS SORTED BY TYPE

Redundant Conditions *(a character can have only one of each of these at time):*

KNOCK DOWN

RANGER'S MARK

SLOW

STEALTH

STUN

Stackable Conditions *(a character can have up to 4 of each of these at time):*

BLEED

BURN

INTIMIDATE

POISON

Stackable Resource Tokens *(a character can have up to 4 of each one of these at time):*

FOCUS

FRUIT OF LIFE

FURY

KI

SHIELD

Additional Resource Tokens *(A character can hold as many as they want of these to help them track additional resources they received):*

+1 DAMAGE

+1 HEALTH

+1 MOVEMENT

+30 HEALTH

Game Objects *(These are usually placed on a Map, Monster card, Monster board, or Initiative Track):*

BEAR TRAP

CHEST

EVENT

FIRE TRAP

INITIATIVE

INTERACTION

NPC (6 colors)

POISON TRAP

TIME

Game Symbols *(This symbols are found in Monster cards or Map tiles and represent effects that are not tied to any Condition):*

DIFFICULT TERRAIN

LARGE MONSTER